

ABSTRACT

A method and a computer program product for developing and directing simulations used to train humans and animals in the development of various skills. The computer program product provides for selection of multiple locations within a defined area on a display screen, creation of one or more high level computer instructions describing the simulation relative to said locations and translation of the high level computer instructions into low level computer executable instructions necessary to carry out execution of the simulation. The high level computer instructions can be entered manually, or created automatically following selection of a high level command combined with a high level action. The resulting high level instructions can be downloaded to an external portable device for convenient display of the simulation at a remote location. The external device may be a remote control device that is capable of displaying simulations and controlling multiple electronic training devices.